Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1.   (Original) A computer program product, tangibly embodied in an information carrier, the computer program product being operable to cause data processing apparatus to perform operations comprising:

displaying a transaction screen containing data for a transaction;

waiting to receive user input to the transaction screen; and

automatically refreshing the screen with updated data if user input is not received within a pre-determined period of time.

2.   (Original) The product of claim 1, wherein refreshing the screen if user input is not received within a pre-determined period of time comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the screen be refreshed; and

refreshing the screen with updated data in response to the simulated user input.

3.   (Original) The product of claim 2, wherein:

the data processing apparatus includes a client and a server;

displaying a transaction screen is performed by the client; and

simulating user input is performed by the server.

4.   (Original) The product of claim 3, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

5.   (Original) A method comprising:

displaying a transaction screen containing data for a transaction;

waiting to receive user input to the transaction screen; and

automatically refreshing the screen with updated data if user input is not received within a pre-determined period of time.

6.   (Original) The method of claim 5, wherein refreshing the screen if user input is not received within a pre-determined period of time comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the screen be refreshed; and

refreshing the screen with updated data in response to the simulated user input.

7. (Original) The method of claim 5, wherein:

displaying a transaction screen is performed by a client; and

simulating user input is performed by a server.

8. (Original) The method of claim 7, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

9. (Original) An apparatus comprising:

means for displaying a transaction screen containing data for a transaction;

means for waiting to receive user input to the transaction screen; and

means for automatically refreshing the screen with updated data if user input is not received within a pre-determined period of time.

10. (Original) The apparatus of claim 9, wherein the means for refreshing the screen if user input is not received within a pre-determined period of time comprises:

means for starting a timer that times out after a pre-determined period of time has lapsed;

means for, once the timer times out, simulating user input requesting that the screen be refreshed; and

means for refreshing the screen with updated data in response to the simulated user input.

11.   (Original) The apparatus of claim 9, further comprising a server and a client and wherein:

the means for displaying a transaction screen is part of the client; and

the means for simulating user input is part of the server.

12.   (Original) The apparatus of claim 11, wherein the server is a transaction processing system whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

13.   (New) A computer program product, tangibly embodied in an information carrier, the computer program product being operable to cause data processing apparatus to perform operations comprising:

displaying a transaction screen containing data for a transaction;

waiting to receive user input to the transaction screen; and

if user input is not received within a pre-determined period of time, automatically refreshing the screen with updated data by simulating user input requesting that the screen be refreshed.

14.   (New) The product of claim 13, wherein simulating user input requesting that the screen be refreshed comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the screen be refreshed; and

refreshing the screen with updated data in response to the simulated user input.

15.   (New) The product of claim 13, wherein:

the data processing apparatus includes a client and a server;

displaying a transaction screen is performed by the client; and

simulating user input is performed by the server.

16.   (New) The product of claim 15, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

17.   (New) A method comprising:

displaying a transaction screen containing data for a transaction;

waiting to receive user input to the transaction screen; and

if user input is not received within a pre-determined period of time, automatically refreshing the screen with updated data by simulating user input requesting that the screen be refreshed.

18. (New) The method of claim 17, wherein simulating user input requesting that the screen be refreshed comprises:

starting a timer that times out after a pre-determined period of time has lapsed;

once the timer times out, simulating user input requesting that the screen be refreshed; and

refreshing the screen with updated data in response to the simulated user input.

19. (New) The method of claim 17, wherein:

displaying a transaction screen is performed by a client; and

simulating user input is performed by a server.

20. (New) The method of claim 19, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.

21. (New) An apparatus comprising:

means for displaying a transaction screen containing data for a transaction;

means for waiting to receive user input to the transaction screen; and

means for automatically refreshing the screen with updated data if user input is not received within a pre-determined period of time by simulating user input requesting that the screen be refreshed.

22.   (New) The apparatus of claim 21, wherein the means for automatically refreshing the screen if user input is not received within a pre-determined period of time comprises:

means for starting a timer that times out after a pre-determined period of time has lapsed;

means for, once the timer times out, simulating user input requesting that the screen be refreshed; and

means for refreshing the screen with updated data in response to the simulated user input.

23.   (New) The apparatus of claim 21, further comprising a server and a client and wherein:

the means for displaying a transaction screen is part of the client; and

the means for simulating user input is part of the server.

24.   (New) The apparatus of claim 23, wherein the server is a transaction processing system whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.